

IMPASSABLE

Issue #27, October 1, 1973

Chapel Hill Publications

Circulation: 110+

Impassable is a journal of postal Diplomacy published and edited by John Boyer 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., eastern time, from Tuesdays through Fridays. Sub rate to Impassable is 12/\$2. It is 6/\$1 for new bloods. This gamezine is a subsidiary of Chapel Hill Publications founded in March of 1972.

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GAME OPENINGS IN CHP

Excuse the change of arrangement, but we have some in house openings to advertise. Also, there's plenty of good stuff and good articles for print. With limited space, we will put the zine listing til last with this issue. What do we have open? This gamezine, Impassable, doesn't have any openings, but we do publish two other gamezines of which Lost Horizons now has two games open which are variant games of our design: Scotice Scripti III and Europe 1721 II. Game fee is \$6.00 and includes map/rules plus the zine while you're in the game. Two people have already paid to play in the 1721 game, and the other game still has 8 positions open. You can guess from the SSIII in Impassable what countries are available. In 1721 II, the countries are the same as in Europe 1721 which was distributed as part of Impassable issue #16, but the map's sea spaces were improved as a result of several games played at Chicago during past June's DipCon. The players love it, and I have high hopes it will surpass Youngstown in popularity. So, if you want to play either or both of these variants, send your money to me and let me know of your preferences. If you don't have the game, you can send the preferences after you've had a good look. Hurry, and get in on another CHP gamezine. I will not start anymore until these games have filled. As a side note, The POUCH is offering a second game of 1721 II. It is getting around.

PRODUCING A DIPLOMACY *ZINE; or, BANKRUPTCY IN ONE EASY LESSON: PART ONE
by Fred Davis

((Fred is the experienced publisher of the excellent variant gamezine of his called, BUSHWACKER. He has also designed two variant games: Atlantica and Abstraction.))

Accurate records and good physical materials are the heart of any good publication. Your game maps are basic. Each of my maps are permanently mounted on heavy cardboard, mostly composed of corrugated boxes from old win cases. I tape two layers together to make a thick enough base so the map tacks don't come through the bottom. I store my maps vertically. Some players with more room hang them on the walls. I've purchased a large collection of map tacks in the 7 standard Dippy colors. You can find these in little plastic boxes in any good stationery store. Plain tacks cost 35¢ per box, and those with scored, crossed or dotted heads cost either 40¢ or 45¢. You'll need at least 14 boxes, so the initial investment is high, but it's worth it to have a permanent set-up which will last indefinitely. I use plain tacks for armies, and the marked ones for fleets.

One advantage of tacks over acetate and grease pencils is that you can pick up the tacks and move them around at will. I usually make the complete move as ordered by each Power in adjudicating moves, except that sometimes a stand-off is already obvious before I finish. The tacks are small enough so that two, or even three, will fit easily into any province. I use very light arrows, drawn with a No. 1 pencil, to indicate supports. It is then quite easy to see which moves succeed.

I maintain a separate folder for each game. I use the multi-pocketed kind. In the first pocket I place the orders as they arrive. I've drawn a chart resembling a baseball scorecard on the lower portion of this pocket. I place a checkmark in the correct box for that Power and move period when the order is filed. I use a "P" if the order was phoned in, and "NON" for No
(cont. col. 1, next page)

order needed" for build/removal periods were no adjustments are needed. This way I can see at a glance whose moves are in, and who's delinquent. I leave the box blank if no move is received, and keep a stroke tally at the far left on the number of moves missed by that player.

In the second pocket, I keep sets of the rules, and in the third I keep sets of the maps. The fourth pocket is used for permanent comments and criticisms of the game. Some of these may be published when the game is over. Each folder is of a different color (Atlantica I is green, Abstraction is red), so I can get the right one at a glance. The names are printed on them, of course, but the color system is easier. I also have a separate folder to hold my House Rules and the Bushwacker universal buck slip. The Buck slip is attached to all shipments of rules, acknowledgments of cash receipts, etc., with various boxes to be checked as pertinent. This saves a heck of a lot of writing.

I have a set pattern for adjudication called the EFGIART system, in which the moves are always handled in that order of countries. This more or less corresponds to our left-to-right and top-to-bottom way of writing or scanning a map. By keeping to a strict pattern, I feel that I am less likely to overlook something. The press releases, however, are printed in whatever order I find most satisfactory from a typographical or esthetic viewpoint. (It's frequently necessary for me to cut down the size of press releases, since I try to keep my 'zine down to 8 pages. I also try to correct spelling and grammatical errors.)

I understore all failed moves right on the players' own orders. Then, I type up the orders more or less in the order in which the players have written them. However, I always run strings of moves together, and follow up a move with its supports. Some players do not always write their orders in this orderly pattern, and you have to hunt all over for the supports. Never type directly from the players' orders to your stencil if you can avoid it. Always try to type up the moves on paper first, so if you make a mistake, you can always correct it before typing the stencil or master. This also gives you a chance to esthetically rearrange the orders for better typographical appearance if the original typing comes out with awkward hyphenations or lines containing single words. Above all, always

proofread your work before going to press.

You'll have to be your own judge on the amount of your Game Fees, but remember that you can expect postage and publishing expenses to continue climbing. If you set your game fee based on current postage rates, you might be running deeply into the red when that game is being finished some two years from now. Allow yourself some margin for error to take care of unexpected expenses. And keep a careful record of who's paid what, in case you have to refund the money.

Another expense you'll have to consider is the number of trade or free copies you're going to send out. You can easily go bankrupt if you wind up trading with every other Dippysian on the Continent. I send out about 8 complimentary copies; to Mr. Calhamer, to GRI, to certain IDA people, and to personal friends. End of Part One.

((Part Two will conclude this excellent article, and after that is published, we will be glad to receive other publishers' brief notes on publishing. Also, intelligent comments will be accepted from anyone on Mr. Davis' methods.))

Rebutal to Verheiden's letter/article

A BALANCED COUNTER ATTACK

by Edi Ersalesi Jr Birsan

Despite the aggressive polemic attack on the "Philosophy of Playing Diplomacy" and its author, Verheiden still fails to come to grasp with the fundamental theory involved in the initial article appearing in the February of 1972 or the reinforcement it received, if not verification, in the Arena poll eight months later.

This may be due in fact to the misunderstanding of the perspective of the analysis, either by failure on Verheiden's part to read the material as presented, or the failure of the original author to properly state the frameworks operating.

The points that were made in the original article and the rewrites are as follows: In a board of mixed Strong Seconds and Win Only:

1. When considering an alliance early in the game, presumably a long term alliance of an aggressive type, it is best to form an alliance with a player who values second place over any tie, and best to attack a player with a win only philosophy. This

(cont. col. 2, pg. 8)

SSIII, Summer & Fall 1017

UNUSUAL! THREE SEPARATE NATIONS HAVE BEEN ISOLATED AND ARE BEING DEFEATED PIECEMEAL BY THE GRAND ALLIANCE'S MILITARY MIGHT!

Spring 1017 Revisited: A slight error in not indicating the forced retreat of English Army Chester to Shropshire.

Summer 1017: England R A Chester-Shropshire and Connacht R A Tuam to Lawless.

Fall 1017:

CONNACHT(Schleinkofer): A Law-Tua, A Sli S A Law-Tua/r/

ENGLAND(Swies): A Shr-Pow

KYMRU(Reinsel): A Car-Wex, A Ber-Gwe, A Bue S A Ber-Gwe, A Str-Shr, F NGC C A Car-Wex, F Gwy-Mon, F Car S F Gwy-Mon

LEINSTER(Hilliker): A Ros-Sli, A Ang-Mea, F Dub-Wic, F Bri S A Gwe-Ber, A Gwe-Ber, F MoB-CaB

MUNSTER(Dick): A Tua S Leinster A Ros-Sli, A Lei S A Tua, F Gal-Mid, A Tho-Cas, A Cas-Wat

ORKNEY(Keller): F SLB S Leinster A Ros-Sli, F Don H, A Sut-Spe via Scot F Isl, F Iri-Dro, F Mon S Leinster F MoB-CaB

SCOTLAND(Tonnesen): F Isl C Orkney A Sut-Spe, F NIS-Dow, F Dal S F NIS-Dow, F Sol-NIS, F ChB S Orkney F Mon H/nso/, A Che S A Der, A Der S A Che

ULSTER(Drews): A Ern-Tyr, F Dro-NIS, F Dow S F Dro-NIS/r/

NEW PLAYER FOR ULSTER: Harry Drews, P.O. Box 282, Kitchener, Ontario, Canada N2G 3X9.

AUTUMN & WINTER 1017 ORDERS are due Friday, October 19, 1973, noon, eastern time.

Fall 1017 Supply Center Chart:

Connacht: ~~Tua~~, ~~SLI~~ (0) R2, is out

England: ~~Che~~, Pow (1) SP

Kymru: Car, Bue, Shr, ~~Mox~~, ~~Pow~~, Ber, Sta, Wex (6) R1

Leinster: Mea, Tar, Kil, Dub, ~~Wex~~, Sli, Ros (6) SP

Munster: Home, Lei, Tua (6) B1

Orkney: Heb, Sky, Man, Cai, Don, Mon (6) B1

Scotland: Home, Kin, Dur, Der, Che, Dow (9) B2

Ulster: Oma, Arm, ~~Pow~~ (2) R1

Press:

Imperial Principality of Anglia: Once again the Anglian Armed Force has invaded the lands of the evil and corrupt King of Kymru.

Through the bravery of our troops we shall overthrow the tyrant, seize his lands, and restore Anglia to the heights of power and glory that she once held. We now, because we are a merciful people, call upon the King of Kymru to surrender and fall upon his knees asking for our forgiveness.

Scone: King Malcom II of Scotland pledges that as long as our northern neighbors work with us we will wipe Kymru off the board first or second (depending on how long Connacht last). The Army of the King of Man was last seen landing in northern Ireland, awaiting the coming of more troops. King Malcom II thanks the English for their help in cutting Kymru down. The troops in Shropshire were heard singing, "Kymru's five now, but only three next fall, Ha, Ha, Ha on Kymru for not offering us anything."

Chester Bay: King Malcom walked the deck of his ship talking to the King of Man. "I don't understand how anyone would try to control all of Ireland and England without ever sending any letters asking for treaties from anyone. Does the King of Kymru really feel the rest of us would fight among ourselves leaving him to pick up the pieces?"

The King of Man answered, "Do not forget that if the King of Leinster had not sent over his country's Armies and Fleets the King of Kymru would have succeeded in at least a strong finish without any treaties." "Yes," King Malcom agreed, "but that is my whole point. Would it not have been very easy to get Leinster to go in another direction? I mean just a kind word or a letter of intent would have sent Leinster north." The two men continued to walk the deck and talk as the stars shined and the moon climbed over the horizon.

Stonehenge: Hatred is a fiery pagan emotion and ne'er brings oneself any reward for his efforts. The Great Stone asks Leinster if a letter could have changed the fateful course of history?

Analysis: Ha, thought you wouldn't have to bother with another game analysis? We'll butcher this again, of course, but we'd like to keep trying--and one of these days we're bound to guess right!

This very crucial season saw the elimination of Connacht as a power. It also saw an increased force applied to the conquest of Ulster. Last, the biggest of the three isolated Kings, Kymru, has made a desperate counter-attack in Ireland. However, much
(cont. next page, col. 1)

to my surprise, the allies were able to work together precisely! Think about that for a moment. The Kymruian invasion was a definite threat (especially to Leinster) and if it were allowed a chance, create havoc. So, the allies made the best possible joint plans!

Munster moved immediately to contain the invading army, and helped Leinster gain Sligo for holding on with the loss of Wexford. Orkney also helped! Scotland, furthermore, didn't do anything to stop them, and I was surprised Scotland played defensively with A's Chester and Derby. We wonder why.

The future for Kymru is getting bleaker by the season, but survival is still an excellent possibility. For one thing, the Irish Invasion may still be pulled off if he plays riskily and has the good fortune of a break between ambitious Munster and a stretched-thin Leinster.

The convoying of Orkney's sole army to Ireland staggers the mind. Apparently, this heralds a new policy for a joint Ork-Scotland invasion of Ulster. With three builds, they can put three more armies in Ulster for an iron grip hold.

Scotland, of course, is benefiting the most from all these determinations to defeat and humiliate the hated Krymru King. He has two builds, but what will he build? Will it be armies according to the theory above? Or will it be more fleets? The continuation of the Ork-Scotland alliance poses a grave threat to the rest of the world---and a threat which Munster must consider!

We have Munster as a secure Irish nation in a corner of the world with no enemies to worry about---unless he creates one in Leinster. Leinster is clearly ripe for a stab, but it is also clear that Munster can't afford to allow Northern Ireland to fall to the growing powers of the North! It is with this in mind that the shrewd politician, if he is one, would make use of Kymru's invasion force to his own good. Kymru should be willing, and all it takes is a little sacrifice of someone else's principle for one's own gain.

So, the balance of power still hangs in the air, but not for much longer and if it what I think, we'll soon see a massive shift somewhere plus some unusual moves to try and stop the behemoth alliance from the Far North. May Connacht rest in peace for he was a valiant leader of men and a very reliable player. #end#

Game 1970BJ, Summer & Fall 1909

THE GRAND ALLIANCE SPUTTERS AND CREAKS OUT SOME PROGRESS AGAINST POWERFUL ITALY.

Summer 1909: Russia R A Mos-Liv

Note: Italy has called for a vote on a draw. He has indicated a possible willingness based upon Fall results. So, please send in your votes even if you don't build anything.

Fall 1909:

AUSTRIA(Beyerlein): A Sil-Boh, A Vie S A Sil-Boh, A Bud-Tri, A Ser-Gre, A Bul S A Ser-Gre, A Rum-Ser, A War-Gal, A Ber S Ger A Ruh-Mun/nso/, A Mos-Sev, F Aeg-Ion

ENGLAND(Keller): F Nth-Lon, F Edi-Cly

GERMANY(Mahler): F Hol S Eng F Nth-Bel/nso/ A Ruh S Eng F Nth-Bel/nso/, A Mun-Tyr

ITALY(Phillips): F Cly S F Nat-Nwg, F Nat-Nwg, F Eng S A Bel, A Bel S A Par-Bur, A Par-Bur, A Tyo S A Boh-Vie, A Boh-Vie/a/ A Tri S A Boh-Vie, A Ven S A Tri, A Alb S F Gre, F Ion S F Gre, F Gre S Eas-Aeg, F Eas-Aeg

RUSSIA(Richter): F Con S Aus F Aeg/nso/, A Ank-Arm, A Liv-Pru, A StP-Fin, F Swe-Nor, A Smy S F Con

WINTER 1909 ORDERS due Friday, October 19, 1973 at noon, eastern time.

Fall 1909 Supply Center Chart:

Austria: Vie, Bud, Ser, ~~Gre~~, Bul, Rum, Ber, War, ~~Pol~~, ~~StP~~, Sev (8) R2

England: Lon, Edi (2) SP

Germany: Kie, Hol, Den, Mun (4) B1

Italy: Home, Tun, Mar, Spa, Por, Bre, ~~Pol~~, Bel, Tri, Par, Lvp, Gre (13) B1

Russia: Mos, StP, ~~Sev~~, Swe, Nor, Ank, Con Smy (7) B1

No Press.

Game 1972AZ, Fall 1908

AUSTRIAN BREAKTHROUGH IS EMINENT BY ALLIES

Note: The Italian player will designate a substitute player while he's absent in Nov. Concession vote is defeated unanimously. Absentions and condition votes are not allowed and results in a no vote. You can change your vote anytime whenever a new vote is called, but you must vote yes or no. (cont. next page)

Game 1972AZ, Fall 1908 continued

Fall 1908:

AUSTRIA(Osmanson): A Boh S A War/imp/,
A Ukr S A War, A Sev-Mos, A War S A Boh
/imp/a/, A Gal S A War, F Alb S A Tri,
A Smy H, A Arm-Ank, A Tyr S A Tri, A
Tri S A Tyr, F Gre S Ita F Aeg H
FRANCE(Mahler): A Bur S Eng A Mun H, A
Pie S A Apu-Ven, A Ven-Tri, A Apu-Ven,
F Eas S F Tun-Ion, F Nap S F Tun-Ion,
F Ion-Alb, F Tun-Ion, F Adr S A Ven-Tri
ENGLAND(Wiskow): A Mos-War, A Pru S A Mos-
War, A Sil-Gal, A StP-Mos, A Liv S A
Mos-War, A Hol-Kie, F Nth-Bel, F Nor-Nth,
A Mun S Fra A Pie-Tyr/nso/, A Ruh S A
Mun H
ITALY(Hollingsworth): F Aeg C Aus A Smy-Bul
/nso/

WINTER 1908 ORDERS due October 19, 1973 at
noon, eastern time.

Fall 1908 Supply Center Chart:

Austria: Hom, Ser, Gre, Rum, Bul, War,
Sev, Ank, Smy (10) SP, lost 1
England: Hom, Nor, Den, Kie, StP, Hol,
Ber, Bel, Swe, Mos, Mun, War (14) Bl
France: Hom, Spa, Por, Tun, Rom, Nap, Ven
(9) SP
Italy: Con (1) SP

Press:

Radio Free Clyde: Will Austria in an effort
to gain the supply center she so desperately
needs take Constantinople wiping out her
last remaining ally at the same time France
is mercilessly avenging the Italian treach-
ery of a few years ago? Or, will Austria
stand by her Italian friend and the two
unite to nullify the French sea power,
moving on to bigger and better things. Our
conclusion....and then there were three.

Game 1972BG, Spring 1908

EVERYBODY CAME TO DINNER IN BELGIUM AND
THEN THERE WAS NONE FOR DESERT. EVERYONE
DOUBLECROSSES EXCEPT ENGLAND WHO TRIED TO
CRASH THE PARTY IN BELGIUM. FOUR'S A CROWD.

AUSTRIA(Pyle): A Ruh S Ita A Bur-Bel,
A Mun S Rus A Ber-Kie, A Sil-Ber, A Boh-
Sil, A War H, A Vie-Boh, A Bud-Vie, A
Rum S A Mos-Sev, A Mos-Sev, A Bul-Ser,
F Con H

ENGLAND(Keller): F Swe-Nor, A Bre-Gas, A
Par-Bur, A Pic S A Lon-Bel, A Lon-Bel,

F Nth C A Lon-Bel, F Eng S A Lon-Bel, F
Nat S F Mid, F Mid H/r/, A Den-Kie
ITALY(Hrbek): F Smy-Con, F Wes-Mid, F Por
S F Wes-Mid, F Spa(NC) S F Wes-Mid, A
Gas-Par, A Bur-Bel, A Ven-Pie, A Naf H
RUSSIA(Fish): F Hol S Ita A Bur-Gel, A
Ber-Kie, A StP-Mos, A Liv S A StP-Mos,
A Sev S A StP-Mos/r/

SUMMER & FALL ORDERS are due October 19,
1973 at noon, eastern time.

Press:

Upsluck, Iowa(JBJP): I guess them's the
breaks, you dirty rotten @*¹/₂()s! May the
fleas of a thousand camels infest your
armpits!

Game 1972BW, Autumn & Winter 1907

Autumn 1907: England: NMR. GM D F Lon;
Turkey: R F Alb-Gre

Winter 1907:

ENGLAND(Nielsen): SP, lost 1
FRANCE(DePrisco): B F Bre, A Mar
GERMANY(Davies): SP
ITALY(Lindauer): R A Mun, A Vie
RUSSIA(Knudsen): B F StP(NC)
TURKEY(Abbott): B A Con

SPRING 1908 ORDERS due Friday, October 19,
1973 at noon, eastern time.

Winter 1907 Positions:

England: F Nth (1); France: A Lvp, F Lon,
F Eng, A Bel, A Hol, A Ruh, A Kie, F Tyr,
F Bre, A Mar (10); Germany: F Den,
A Ber (2); Italy: A Gal, A Bud, A Alb,
A Sil, A Tri, F Tun, F Adr, F Nap (8);
Russia: A War, A Pru, A Ukr, A Rum, F Nor,
F Bal, F StP(NC) (7); Turkey: A Ser, A
Bul, F Eas, F Aeg, F Gre, A Con (6)

No Press.

Game 1972CD, Summer & Fall 1907

ENGLAND GOES AND STAB FRANCE

Spring 1907 Revisited: Italy's F Smy-Aeg
failed but Turkey's F Aeg-Smy was not forced
to retreat.

Summer 1907: France: R F Tyr-Lyo

Fall 1907 on next page:

ENGLAND(Schleinkofer): A Lon-Bre, F Eng C
 A Lon-Bre, F Nth-Bel, F Hol S F Nth-Bel,
 A Kie-Mun, F Swe-Bal, F Nor H
 FRANCE(McKeon): A Pie-Mar, A Bur-Par, A
 Mun H, A Pru-Ber, A Sil S A Mun, A Bel H
 /r/, F Lyo-Spa(SC), F Wes-Mid, F Tus-Lyo,
 F Tun-NAF
 ITALY(Morris): A Boh S A Tri-Tyr, A Ven S
 A Tri-Tyr, A Tri-Tyr, A Bul S F Smy-Con,
 A Ser-Gre, F Smy-Con, F Eas-Aeg, F Tyr H,
 F Rom S F Tyr, F Ion S F Tyr
 RUSSIA(Brennan): A StP H, A Mos-War, A Ukr-
 Rum, A Arm-Ank
 TURKEY(Nelson): A Ank-Smy, A Con-Bul/a/,
 F Aeg-Gre

Autumn & Winter 1907 Orders due Friday,
 October 19, 1973 at noon, eastern time.

Fall 1907 Supply Center Chart:

England: Hom, Den, Kie, Swe, Nor, Hol, Bel,
Bre (10) B3
 France: Par, Mar, Bre, Por, Spa, Bel, Ber,
 Mun, Nat, Tun (7) R3
 Italy: Hom, Vie, Tri, Bud, Ser, Nat, Smy,
Con, Gre, Bul (9) SP
 Russia: Hom, Rum, Ank (6) B2
 Turkey: Bel, Nat, Con, Smy (1) R1, lost 1

Press:

Rome, Oct. 8, 1907: Despite last Spring's
 military events, it may be awhile until
 northwestern Italy and Tunis are freed of
 their French conquerors. In the meantime,
 General Garibaldi and Admiral Corleone
 are jointly planning the liberation of these
 areas, to take place as soon as possible.

Game 1972CJ, Spring 1907

Note: After considerable thought, a quick
 look at our house rules, and a deep hand-
 writing analysis/comparison study of the
 recent Italian military orders forwarded to
 us by the Polish dominated Russians, we
 have hereby deamed the submitted set of
 orders as the genuine article, and will
 thereby accordingly grant it full acceptance
 as full accredited and validated orders
 for Italy--thus meeting all requirements of
 our house rules and the rules of this game.

RUSSIAN SPIES CAPTURE TOP SECRET ITALIAN
 ORDERS AND MAKES USE OF THEM. WILL RUMBLE
 SCORCH CRUSADER RABBIT'S COTTONTAIL? WATCH
 FOR A MAD SCRAMBLE IN THIS VERITABLE ALICE
 IN WONDERLAND MADNESS!

AUSTRIA(Verheiden): A Tyr-Pie, A Ven S
 A Tyr-Pie, A Vie-Tyr, A Rum H, A Ser-
 Bud, A Ank H, A Bel-Bur, A Hol-Bel, A
 Gre-Alb, F Apu S F Ion, F Aeg S F Ion,
 F Tri-Adr, F Ion H

ENGLAND(Nelson): F Lon-Nth

FRANCE(Mahler): F Wal-Ivp

ITALY(Lakofka): F Nap-Tyr, F Tyr-Lyo, F
 Tun-Wes, F Rom-Tus, F Eng S Rus F Nth-
Lon/nso, A Pic S A Bur, A Bur S Rus A
Ruh-Bel/nso, A Pie-Mar

RUSSIA(Wrobel): F Sev H, A War H, A Nor-
 Yor, A Edi S A Nor-Yor, F Nth C A Nor-
 Yor, F Hel S F Nth, F StP-Nor, F Nwg-
 Nat, A Kie S A Mun, A Mun S Aus A Bel-
 Bur, A Ruh S Aus A Bel-Bur

FALL 1907 ORDERS due Friday, October 19,
 1973 at noon, eastern time.

Press:

Rome: Gasp, sputter, belch, gag, wallow,
 pffft. These sounds and more will come
 from Eric Verheiden if I ever get my hands
 on him!

Impassable: You can't get your hands on
 him if you keep running away from him!
 The Nightmare Maker (Part II): As you
 remember, Quincy the Nearsighted Frog is
 trapped in a puddle of chopped chicken liver
 while limes rain down all around him. In
 the proverbial nicatime, two owls swoop down,
 pick up Quincy, and then deposit him, far
 from gently, in a corner of the room. As
 our dazed hero tries to comprehend his
 situation, a vision of a large bar of Swiss
 chocolate with horns appears before him and
 speaks, "My name is John Boyeruinforit."

"John, the last I remember I was the ruler
 of a mighty empire stretching from Brest to
 Cyprus. Why have I become a frog?" "Once
 upon a midnight dreary, As I adjudicated
 weak and weary, Quoth the Raven, 'Standbys
 to the fore!' " "Come again." "The high
 shall be brought low for one year (except
 of course for the price of beef and Hobbi
 Nob Job). I have spoken." As the Night-
 mare Maker vanishes, an ominous wrumble is
 heard in the far-hidden distance. "Hoot
 man, is it still bonnie in Clyde?" ask
 Learned and Kafka the Italian owls.--to
 be continued.

Attention Dream-maker: Your offer will not
 be considered seriously---we have discovered
 you are only HALF Polish and not to be
 trusted---The Ghetto King.

Impassable: The dreams are having a few
 backlashes, but after all, I dream in color,
 (cont. next page)

and everyone knows you can't beat color dreams with black and white epics. Imagine dreaming GM nightmares! Edi Birsan, all purple and green as the tail-less monster who comes in as replacement for a one unit Austrian or German nation and then wins the game after another 20 game years. Yes! We do dream of bankruptcies, us GMs! Or, have Red and Black wooden blocks fall down upon your head while you're sleeping? Of course, we all worry about stabs and in color that can be pretty nasty what with all the green blood flowing around your gashed eyes, etc. Yes, you players don't know how it really is!

THE DREAM MAKER---Chapter (Who Knows?):

The plane jolted from side to side out of control. "At least you should let me get into the cockpit Lendore before taking over!" cried Stan Rumble. "I am not in control, Rumble, it is Sinestrae! Come, let's hurry forward to see what he has done."

The aircraft was now plunging down rapidly towards the ocean below. Movement was difficult but at last they entered the cockpit. The pilots were dead, chewed and ripped to pieces. A vague golden glow hung over the instrument panel as dials and knobs began to move in a Brownian sort of movement. "We can't operate the airplane, Lendore. It is completely hopeless." At that moment the panel began to settle down and the golden light vanished. "Quickly, Stan, see if you can bring the plane out of the dive. There is no time to parachute."

Stan pushed the dead pilot aside and took the controls. Lendore gave him the added strength and presence of mind to slowly stop the spin, and some 600 feet above the Pacific the plane leveled off. The drone of the engines did not belie the near catastrophe that had almost befallen Earth's last hope to survive.

"Sinestrae is gaining power, but he is not yet so strong that he can maintain his grip for a protracted period of time. Stan, it is time for us to take the offensive. I have been a fool to seek help. We shall try it together. Come, we will fly back to Wake Island."

"But that is where Sinestrae is! He will surely crash the plane!" "Not this time---I am going to be on the alert and I will use our power to defend us until we are ready. I have been searching for the other warlocks and therefore I have not seen Sinestrae's attacks until they were upon us. He will not catch us off guard again!"

---to be continued.

Game 1972CK, Spring 1907

THE ENGLISH GOOF IN LIVERPOOL! AUSTRIA MEETS THE ENGLISH OFFENSIVES HEAD ON!

Winter 1906 Positions Revisited: Left out France's A Spa.

AUSTRIA(Chin): F Adr S A Tri-Ven, A Tri-Ven, A Vie-Tyr, A Gal-Sil, A War-Pru, A Bud-Gal, A Mos-Liv, A Sev-Mos
ENGLAND(St. Johns): A StP-Liv, F Bar H, F Ber-Bal, A Kie-Ber, A Hol-Kie, A Par-Bur, F Eng C A Lon-Bel, A Lon-Bel, F Nth C A Edi-Nor, A Edi-Nor, A Lvp-Lon/imp/ F Por-Spa(SC), F Mid S F Por-Spa(SC)
FRANCE(Nelson): A Spa-Por/r/
GERMANY(Lindauer): A Mun S Aus A Vie-Tyr
ITALY(Gershenson): A Ven-Tyr/r/, A Pie S A Ven-Tyr, A Bre-Gas, F Rom S F Nap, F Nap S F Tun-Ion, F Tun-Ion
TURKEY(White): A Apu S Aus A Tri-Ven, A Gre H, F Ion-Tyr, F Eas-Ion, F Aeg S F Eas-Ion

SUMMER & FALL 1907 ORDERS due Friday, October 19, 1973 at noon, eastern time.

Press:

Antwerp, March 8: Upon hearing of a Coup d' etat bringing the dastardly Dr. Thaddeus Leach back to power, the intrepid ex-Rear Admiral L. White returned to his homeland to lead the resistance movement against his fearsome enemy. A sapper force attempted to blow up Dr. Leech in his favorite bordello, but they got their addresses mixed up and demolished a pillow factory next door instead. Although unhurt, the Prime Minister was covered with feathers. One of the girls was heard to remark that she couldn't see any difference thinking that his stay in the Tower had merely turned his hair white.

Game 1972DD, Autumn & Winter 1906

ENGLAND HOLDS ON!

Autumn 1906: Russia: NMR, GM disbands A Ank; Germany: R F Nth-Yor!
Winter 1906:
AUSTRIA(Leerkamp): B A Vie, A Tri
ENGLAND(Dick): SP
FRANCE(Fujihara): SP
GERMANY(Chin): SP
ITALY(Roll): B F Rom
(cont. next page)

SPRING 1907 ORDERS due Friday, October 19, 1973 at noon, eastern time.

Winter 1906 Positions:

Austria: A Tyr, A War, A Boh, A Ukr, A Gal, A Con, F Wes, A Vie, A Tri (9); England: A StP, F Nth, F Lon, F Nat (4); France: A Ber, A Bur, A Mar, A Gas, F Mid, F Spa, F Lyo (7); Germany: A Liv, A Mos, A Mun, A Ruh, F Eng, A Kie, F Yor (7); Italy: F Naf, F Tyr, A Pie, A Sev, F Ank, F Smy H, F Rom (7)

Press:

Ocean Press(vol. II, no. 89): With the disappearance of Admiral Benedicto still unsolved, Admiral Meternichivelli indicated that he would soon take his fleet into Italian waters. When asked as to the reason for this move, he indicated he planned to show the flag in the ports of his trusted ally. He stated, "We want to show our trusted friends how much power they have behind them. Our loyal comrades deserve to see the fleet that protects them. This will give Austrian sailors a chance to go ashore and rest awhile, while they get to know the trustworthy and loyal Italian peasants."

London: The answer is still NO.

Game 1972DF, Spring 1906

New Player for Germany is: John McKeon, 88-00 Shore Front Pkwy., Rockaway, NY 11693.

ENGLISH NAVY IS DEFEATED BY THE TURKS' NEW NAVAL POWER IN A MAJOR MEDITERRANEAN BATTLE!

AUSTRIA(Conner): A Tri-Tyr, A Boh S Tur A Ukr-Mos/r/imp/, A Ven S A Tri-Tyr, A Pie S Fra A Mar H

ENGLAND(Lindauer): A Liv S A Mos, A Mos H, F Bre S F Eng-Mid, F Eng-Mid, F Lon-Eng, F Mid-Por, F Naf-Wes/a/, F Spa(SC)-Mar

FRANCE(Hilliker): A Mar H, F Lyo S A Mar H

GERMANY(McKeon): A Gas S Eng Spa(SC)-Mar, A Bur S Eng F Spa(SC)-Mar, A Mun-Boh, A Ruh-Mun, A Sil S A Mun-Boh, A Ber-Pru, A War-Gal, F Hol-Kie, F Den-Bal

TURKEY(Blank): A Con-Bul, A Rom-Tus, A Gal S Aus A Boh H, A Rum S A Gal, A Ukr S A Sev, A Sev S A Ukr, F Wes-Naf, F Tun S F Wes-Naf, F Tyr-Wes, F Ion-Tyr, F Smy-Aeg

SUMMER & FALL 1906 ORDERS due Friday, October 19, 1973 at noon, eastern time.

Press:

Constantinople: Well, it is back to the old grind in Europe. I thank Mr. Conner for his support of my views concerning a 5-way draw. I also propose a meeting of English Ambassador Kissing by (?) a German rep. along with French and Austrian representatives on the "Blue Danube Waltz" to form some sort of policy concerning the recent Train napping being carried on in Austria by Wang Ducktoe Richer.

A Balanced Counter Attack continued

holds true regardless of your personal philosophy in a game which is dominated by philosophy and not personality.

2. In a game with all Win Only people we can expect continuous stalemates, switching alliances and numerous stabs.

3. In a game with only strong second players, we can expect alliance fighting, if not of the Holy Type, with a higher percentage of wins compared to draws in contrast with the Win Only schools.

4. Once an alliance has been formed and/or if you become the front runner with a strong second player your chances of winning are much better than if you are allied with a win only character whose ideological commitments would force him to stab you as you become the front runner.

These hypotheses were verified in the Arena poll in which there was a direct reversal of opinions stated when asked what they would do if it appeared that they would come in second and their ally would win: The Win Only people said they would stab their ally overwhelmingly, the strong second player stated he would not.

Logically, and empirically, there is no evidence to disprove the value of the theory in presenting a tool by which to manipulate the philosophies of the players for your own goals.

The logical extension of the above theory is that if you see that you are not going to win and you are under attack by the dominant alliance, your best ally would be one of the Win Only school who would ally with you to stop the front runner, and your worst ally is to be obviously the strong second player who would stab you to increase his center count by the end of the game. But, while Eric hints to the extension above, he offers it as a counter to the base which it is clearly not.

(cont. col. 1, pg. 9)

As for the claim that I have been propagandizing the Diplomacy Community with my own philosophy, this is a most peculiar attack. If there is any philosophy stand which I have advocated, it is to base your actions on an undefinable structure thus allowing the player the greatest amount of flexibility with the smallest amount of 'reading' visible to the other players. In short, the best philosophy is no philosophy, or the play for the joy of it all.

Eric inadvertently illustrates the difficulty of labelling someone a member of each philosophy when he attempts to label me as "A Strong Second" party member based on the superficial scanning of the Grudge Game and Eric's redefinition of the term. It would be very easy to make a case for labelling me either as a strong second or a win only player, though I won't waste the space with such mindless contradictory proofs.

One point, though, which Eric makes is of interest: that is the questioning of the significance of philosophy compared to personal relationships. For newcomers and strangers, clearly philosophy is very important if it can be determined by the parties involved. As you move to a more social and personal game then philosophy, though still significant, takes a lesser role to the social aspects..or the psychological angle. Part of this may be associated to the very fact that the two philosophies are identifiable, in an ideal information base, in only a minority of the players. For, based on the Arena poll the Strong Second philosophy is clear in only 18-21% of the population and the Win Only in a smaller yet minority of 15-18%. That leaves 67-61% of the players with such a mix of values and scales of achievement as to not be identifiable as within either of the two groups.

I suspect that with the reinforcement that the Win Only school gets from the rating systems (the two most popular: Odd and Calhamer are both Win Only Oriented), that there would be an increase in the size of the Win Only school thus signalling an expected increase in the number of ties and draws across the board. If I have the time, this Fall I will have a remake of the Arena poll on Achievement, most likely in Oct-Nov geared to achievement as well as other questions of importance. #end#

From Andrew Phillips:

I'm really rather shocked to see that you published Edi's "Philosophies" article without rebuttal in the IDA Handbook. Given the didactic purpose of the Handbook, the absence of contrary viewpoints is inexcusable, even if inadvertent, partisanship.

I understand that the reason given was that no rebuttals were available. Now, I know that was not the case. I wrote a rebuttal myself over a year ago (it appeared in ALPHA#4, somewhat mutilated by the editor) that made exactly the points that Eric made in the latest IMPASSABLE ((#26)), and there must have been others. So, what happened?

Regarding your comments at the end of Eric's article, it is not "possible for many to be in the middle." There may be other positions than the two, (i.e. Conrad's?) but there is no middle. "Second" in a loss either is or is not inherently desirable. Faced with Verheiden's hypothetical situation you either do or do not ally against B. What middle can there be in that situation? Failure to act is an act like any other.

The one point on which I disagree with Eric is egalitarianism in "draws." Gaining control in Europe is still the logical motivator in the game-system despite Walker's success in getting the phrase deleted from the '71 Rulebook, and supply centers held in victory (34) or stalemate is still the logical measure of success. (Not to be confused with accomplishment, which is another thing entirely. A player who survives with only a few units may have accomplished quite a bit, considering the difficulties he faced, but he hasn't been very successful.)

The Editor here: In regards to the Handbook, I was at pains to explain that the emergency publication done by me (I was the backup publisher) at the last minute in time for display at the Chicago DipCon caused more than one problem. I had, first of all, limited time to type it all up and run it off. It was my largest publication project ever....I ran 49 pages in 200 copies. Anyhow, the real point I want to make is that what was to be included in the Handbook was left up to me. Many original articles did not come through from the authors, and I ended up adding what I heard or thought were good articles. Under a time pressure, (cont. col. 1, pg. 10)

LETTERS TO THE EDITOR CONT.

I was bound to make some mistakes. I was most worried with typographical error than anything else. If I, in your mind, have not found an opposing view article for Edi's which I concluded and am to be at fault, then I cannot defend myself. I, in fact, do have Alpha #4, but never thought to look there for anything to publish. So, if you don't object, I'll reprint it in a future Impassable--perhaps the next issue.

Last, regarding my comments, when I was talking about "the middle" I meant players who were not clearly of one school of thought. As Edi has pointed out in his rebuttal, only two minorities hold strongly either viewpoints of philosophy. The vast majority are in the middle and may, therefore, change philosophies between games and even during games.

From Doug Beyerlein:

To argue over the relative costs of mimeo vs. ditto is nearly pointless. Depending on the part of the country and the firm office supplies vary all over the place. For example I get ditto paper for Washington Reports at \$1.32 per ream for white and \$1.40 for color. And I don't have to buy in quantity. Spirit duplicator fluid is \$1.90 a gallon and ditto master 7.5¢ apiece. So at least for me going to ditto to produce my zine is probably far cheaper than mimeo. But then the real reason that I use ditto instead of mimeo is because I am familiar with ditto and I got a good deal on my machine. In the end it probably comes down to this for most new publishers. Comparative costs not withstanding.

I really enjoyed Verheiden's article although I had to read it three or so times to completely understand what he was saying. And I must agree with him. I have had too many interesting games ruined at a critical moment when a player chickened out and went for second place under the protective cover of the apparent winner. Eric shot down Birsan's logic in one blow.

As for playing logically you need to define that term in light of the current rating systems.

The Editor here: I have to agree with Doug that costs would vary greatly among the different areas of the country. Doug has hit the point on choosing a process

which one is familiar. This is a strong factor. As for me, I did not like the ink fading as sometimes occur on ditto reproductions. You can also store mimeo masters for a much longer period of time, and at the time, I had ambitions to keep everything. Well, now I throw the stencils out, but I still like mimeo for its crisp sharpness in print. Still, the question of which method is more pleasing to the general readership still goes begging. Only a poll on this area would clear this question up.

From Jeff Key:

Just to mention the discussion you and Burt are carrying on in passing (I always gotta stick an oar in something like this) ((you're welcomed)), when I started THE VOICE back in 1968, I investigated both processes in detail. When I finally chose ditto over mimeo there were a multitude of reasons, but chief among them were that the initial and continuing expenses with ditto are less (as you have so ably pointed out, and inexpensive ditto machine is far superior to an equivalent mimeo machine, the paper costs are so close as to be virtually equal, and ditto fluid is considerably cheaper than mimeo ink) and that ditto is easier and cleaner for a new publisher to work with. The three chief drawbacks to ditto are that it is slightly more difficult to make a correction (it takes about 45 seconds to eliminate a typo and replace it with the correct letter... but then I hunt and peck like an old journalist so I don't make that many mistakes, anyway). The length of the run is shorter (I once got 300 good, sharp ditto copies by using a good electric typewriter, a "ditto" brand long-run master, and by neither using too much pressure nor too much fluid when I made the run. Anyone who has a circulation greater than 200 or so ought to go into competition with Saturday Evening Post), ((you mean the Hoosier Archives?)) and (by far most serious) the life of your golden handiwork is shorter (i.e., Ditto copy does not last as long as mimeo, it fades. Now, I have ditto 'zines in my archives going back to 1964 or so and they are perfectly clear. But take my word for it, in a few decades all those pearls of wisdom we bombard each other with on dittoed pages shall have mercifully faded into oblivion). ((Hooray! I shall triumph yet!)) Oh yes, I forgot (cont. next page, col. 1)

LETTERS TO THE EDITOR CONT.

that the biggest advantage of ditto is that you can print in a multitude of colors in the same run. I stock red, purple, black, blue, green, and yellow masters. Only purple will give you clear, sharp impressions for a couple of hundred copies, but all do well in the 75-150 copy range.

Eric Verheiden's article is good, but then so was Edi Birsan's. I feel both are hitting all around the truth but, still, are missing the target. Diplomacy in life and as a game is primarily a psychological exercise dealing with manipulating people. And, in no way are people, as individuals or in a crowd, constants to be plugged into a mathematical equation. In playing the game of Diplomacy the factors I consider in making decisions are numberless. However, some of them (listed in no special order) are:

1) The geographical limitations, restrictions and capabilities of the Great Power I am playing and those being played by the other players in the game. (ie., strategic and tactical potential).

2) The experience (track record) of the other players with an eye for limitations, weaknesses, and capabilities or strengths.

3) The personalities of the other players as portrayed in their gameplaying (for example, one well known player is an honest, hard-working, and well-like individual in person, but is unreliable, completely amoral, and hard-to-beat across a game table).

4) The reliability of the other players (i.e., do they often miss moves, drop out of games, or make unnecessary stabs--there are players who can have the game wrapped up and will still stab a game-long loyal ally for no other apparent reason than the fun of it).

5) My own reputation with the other players (especially in the areas of experience and reliability--one well-known player in a game of relative newcomers has the advantage of experience but will often be ganged up on and knocked out before he can even get started--an individual in a game which contains several players he has stabbed suffers the same kind of problem).

6. The philosophy of the other players with respect to winning, ties, and such.

7. My own pleasure and satisfaction. Winning is the most common goal in the game of Diplomacy but playing well and achieving another goal often crop up in discussions. Every game played adds to the player's

THE EDITOR: I was going to finish Jeff Key's letter, and as I understand it, I was part way through one of his pages before I stopped last night. Today, I cannot find anything of his letter except for what I've typed up (excepting the paragraph or two from the next page). So, I am very sorry about this ending, but I've looked everywhere for it: on the dirty floor, behind the dirty bulletin board, inside the dirty desk, in the two piles on top of the desk--I mean, I might have pushed it aside (let alone separate the letter)--but how far can one push it aside? By all accounts and to the best of my "recollections" it should be on the desk with the rest of his letter! I'm sorry Jeff--do you care to finish it? Maybe I'll find it later. If I do, I'll finish it up. Enough of letters for now--let us get to the other junk I put in this rag.....

THEM CHESS GAMES....

Last week was a bad week for me in chess as I suffered my first two defeats in blitzkrieg chess (or "5-minutes chess") and the first place in the second club Round Robin Rapid Tournament. I won the first one going undefeated, but this time I lost two out of 14 and even though I beat the winner, I took only second. Oh well. I am going to make that up with a trophy in the Club's Closed Chess Tourney. This one counts as we're giving away a nice trophy. I've won my first round in a long $3\frac{1}{2}$ hour, 69-move game. Since I was ranked #2 in the pre-tourney ratings, I was in the top half pairings with the bottom half of the first round. This meant my opponent was one of the top of the bottom half--in this case, he was a good player not belonging to the "bottom half" but was there on account of too many "top half" players--what I mean is somebody got to be in the bottom half! Oh well, I won and now I'm scheduled to play the #3 pre-tourney player. This one will be tough! More exciting news on my hot chess career when it occurs. Now, them games we're playing here.....

Hmm, it seems that at least two of the four games have gone kaput due to Bill Schill dropping out of the hobby. Thus, The winner of Game #3 is Blank and the winner of the #4 game is Schmoe (sorry, but I can't remember the name!)

The #1 game may have been defaulted by Fish Harbor who has now missed twice. As for game #2, I have a complaint that I made
(cont. col.1, pg. 12)

12
A printing error on Black's 13th move—just the move I would make a mistake! Like I said, it has been a bad month in chess for me....So, a correction is due here:
Game #2: Wh-Bisher, Bl-Bpasky

12. PxB QxP
13. N-B3 B-Q3

I also made a mistake with Whites 13th move! I printed N-B when it should have been N-B3. Gee, I wonder if there's any truth to number 13 as a bad number? My 13th issue wasn't that good either.... The guy who plays Bisher called in his moves, and I wasn't able to make out all he said—maybe he was commenting on Black's 13. B-K3? That is a bad move! Sorry, gentlemen. Oh yes, both players have asked me to tell him who he's playing. If both will allow me to tell all who is what in time for next issue, I will do so. But, you both must still agree to it—I personally don't see why you shouldn't expose yourselves. Okay, that is it for chess.

OPENINGS AND TRADES

This time I'm cramped for space, so I'll skip the wisecracks.

BERSERKER. Several changes are due here as corrections to previous plug: published by Jim Ronson (Doug's brother). They have regular game openings at \$5.00, not the \$6.00 I reported. So, that's \$1 cheaper for you fans of the game! Try it!

THE RIGOT. David Staples, RR#1, Box 120, Fargo, ND 58102. Sub is 7/\$1, different rates for third, airmail and overseas. Has four spots in a regular Diplomacy game. GF is continuous sub plus \$2 deposit.

XENOLOGIC. Larry Peery, c/o Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102. Four issues for \$5.00; it is a quarterly, and says the October issue will contain 100 pages.

THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY. Written by Larry Peery above. A 5-part book which will be published in 5 parts all of which is to be done by April '74.

IMPASSABLE #27
117 Garland Drive
Carlisle, PA 17013

Your sub is up

The five parts: Introduction to the Strategy and Tactics of Diplomacy; Mid and End Games in Postal Diplomacy; The Shrik's Series (21 completed postal games); The Postal Diplomacy Game; and Appendix (all the statistics involved). Will be published with photocopy methods, with illustrations, etc. You can buy it for \$8.00 basic and one of the following discounts: \$2.00 off list price if you are an IDA or IDS member; \$2.00 off if you were a Shrik's Series player; and \$1.00 off if you're a dippy publisher or gamesmaster. You can get it all at once in April 1974, or each section as it comes out. For more information, ask Larry. The whole thing will be 200-250 pages. M.O.W. VARIANT PACKAGE. c/o Paul J. Wood, 24613 Harmon Ct., St. Clair Shores, MI 48080. It is available for \$1.75. You get 13 variants from Third Age to one article that covers many variant rules for regular board. Contains many maps necessary for other variants included. Well worth your money.

DOMINATION. John Coleman, 837 Jos. Janisse Ave., Windsor, Ontario, Canada N8Y 3A7. Sub is 1/2 cent a page+postage. Openings in one, two or three-weeks deadline Diplomacy games, and a 3-week deadline Youngstown Variant. GF is \$2.00 plus continuous sub. THE MIXUMAXU GAZETTE. Robert Lipton, Box 360, Lafayette, Easton, PA 18042. Openings for \$5. Sub is 6/\$1. Tri-weekly.

We have a little space left. Puzzles are postponed to nextish and anything else. Recent publisher poll in Hoosier Archives lists Impassable as 8th in circulation—down from sixth last time! Average circ. for all zines went up from 50 to 76! Peace.



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